

AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (Original) A gaming system for providing a game, comprising:

personal attribute information storing means for storing personal attribute information corresponding to each of a plurality of players; and

special game shift means for causing the game to shift from a normal mode to a special mode based on the personal attribute information of at least one of the plurality of players.
2. (Original) The gaming system according to claim 1, further comprising:

player group generating means for generating a player group being composed of at least the plurality of players based on the personal attribute information of each of the plurality of players,

wherein the game is caused to shift from the normal mode to the special mode based on the personal attribute information of each of the players of the player group.
3. (Original) The gaming system according to claim 1, wherein the personal attribute information is composed of basic information originating from each of the plurality of the players.

4. (Original) The gaming system according to claim 1, wherein at least one of the players playing the game in the special mode has a greater advantage than in the normal mode.

5. (Original) The gaming system according to claim 1, wherein game credits which serve as virtual currencies transferable among the players during the game and which are utilized for determining respective ranking positions of the players are awarded in a larger amount to a winner of the game in the special mode than in the normal mode.

6. **(Currently Amended)** A gaming system for providing a game, comprising:

[[(1)]] a gaming machine connected to a communications network; and

[[(2)]] a gaming server connected to the communications network, ~~wherein~~ the gaming server comprising:

a storage device for storing personal attribute information corresponding to each of a plurality of players; and

a control device for determining whether the game is caused to shift from a normal mode to a special mode, and

wherein the control device determines whether the game is caused to shift to another special mode being entitled with a game name based on features of the personal attribute information so that a title after the game name is awarded to a winner of the game.

7. (Original) The gaming system according to claim 6, wherein the personal attribute information is composed of basic information originating from each of the plurality of players.

8. (Original) The gaming system according to claim 6, wherein at least one of the players with the game in the special mode has a greater advantage than in the normal mode.

9. (Original) The gaming system according to claim 6, wherein game credits which serve as virtual currencies transferable among the players during the game and

which are utilized for determining ranking positions of the players are awarded by the control device in a larger amount to a winner of the game in the special mode than in the normal mode.

10. **(Currently Amended)** A gaming method utilizing a gaming machine connected to a communications network; and a gaming server provided with a personal attribute information storing region for storing personal attribute information corresponding to each of a plurality of players participating in a game, the gaming method comprising:

server determining whether an event for causing the game to shift should be shifted to a special mode entitled a game name based on features of the personal attribute information is to be generated of at least one of the players;

server transmitting a signal for causing the game to shift to the special mode to the gaming machine through the communications network in response to the generated event; and

server awarding a title after the game name to a winner of the game according to the generated event played in the special mode.

11. **(Currently Amended)** The gaming method according to claim 10, further comprising:

generating a player group based on the features of the personal attribute information; and

determining whether ~~an event for causing the game to shift~~ should be shifted to the special mode ~~is to be generated~~ based on the features of the personal attribute information of each of the players of the player group.

12. **(Original)** The gaming method according to claim 10, wherein the personal attribute information comprises basic information originating from each of the players.

13. (Original) The gaming method according to claim 10, wherein at least one of the players with the game in the special mode has a greater advantage than before shifting.

14. (Original) The gaming method according to claim 10, wherein game credits which serve as virtual currencies transferable among the players during the game and which are utilized for determining ranking positions of the players are awarded in a larger amount to a winner of the game in the special mode than before shifting.

15. (New) A gaming system for providing a game to a plurality of players, said system comprising:

a personal attribute information storage device for storing personal attribute information corresponding to each of said players; and

special game transition control device for causing the mode of said game to transit from a first mode to a second, special mode on the basis of at least one feature of said personal attribute information; wherein

the special mode is entitled with a game name based on the at least one feature of said personal attribute information.

16. (New) The gaming system according to claim 1, wherein the special mode is related to common features in the personal attribute information of all players participating in the game.

17. (New) The gaming system according to claim 1, wherein the special mode is related to differences in the personal attribute information of all players participating in the game.

18. (New) The gaming system according to claim 16, wherein the game name of the special mode is related to the common features in the personal attribute information of all players participating in the game..

19. **(New)** The gaming system according to claim 17, wherein a title of the special mode is related to the differences in the personal attribute information of all players participating in the game..

20. **(New)** The gaming system according to claim 1, said system further comprising:

 a game agent function unit adapted to serve as a player when the plurality of players are less than a predetermined number of players.

21. **(New)** The gaming method according to claim 10, wherein the determining step is performed prior to the start of the game .